G1 JOCKEY™ 3

EVERYONE

E

CONTENT RATED BY ESRB

KOEI™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
  Never use solvents or abrasive cleaners.

WHAT IS G1 JOCKEY 3?

G1 JOCKEY 3 is the ultimate horseracing action game. You must gradually work your way from rookie to top jockey. As you rise up the career ladder, you get a shot at riding even better horses and growing in both fame and fortune. Can you rise to the top of the horseracing world?

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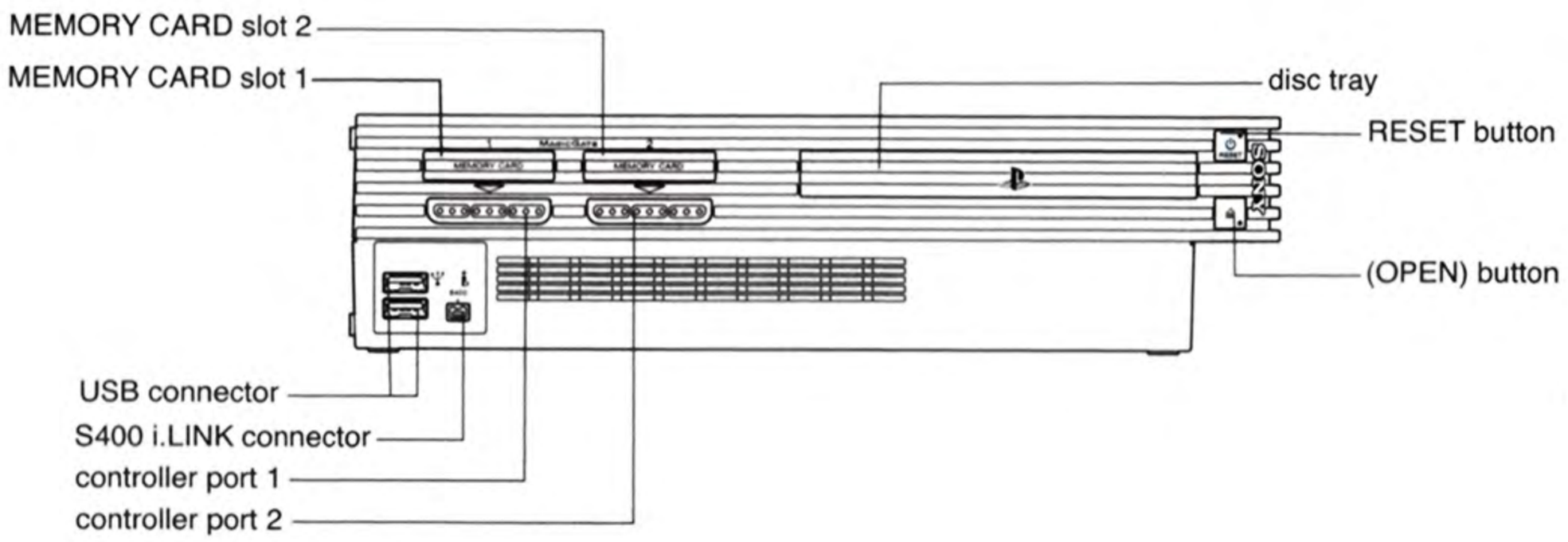
All game screens taken from the development version.

Manual Design: Satoshi Yamaguchi
Photos: Hideaki Suga

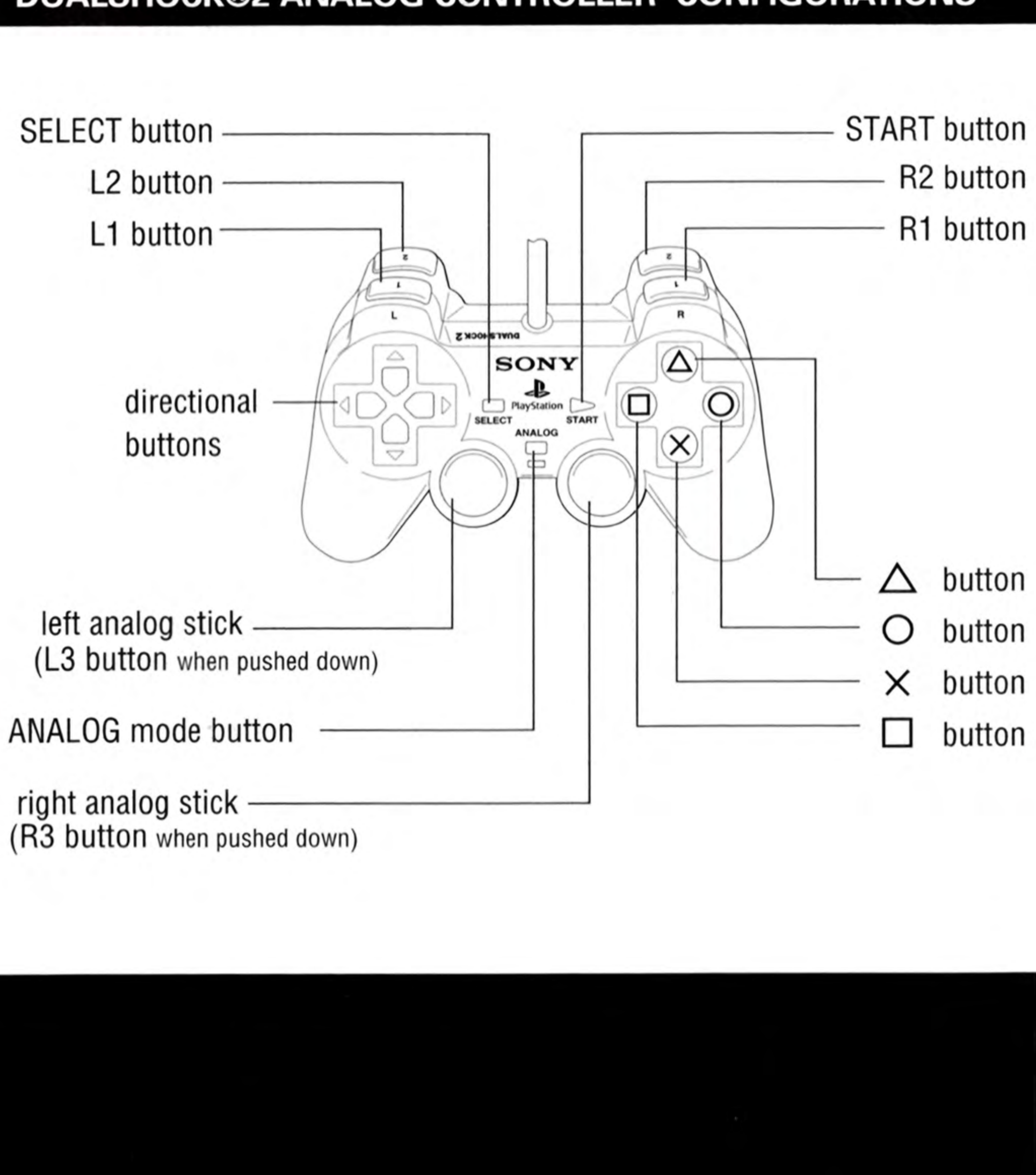
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the G1 JOCKEY™ 3 disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



SPECIAL FEATURES

1 Take it to the Wire

Adjusting the bit ➡P31

By adjusting the depth of the bit in the horse's mouth, you have added control over its attributes such as Speed and positioning ability.

Detailed Controls

Various actions have been included, such as the ability to change the horse's Lead Leg ➡P31 and a variety of whip techniques, ➡P23 allowing for realistic and dynamic races.

Horse characteristics ➡P18

Each horse has its own unique set of characteristics and mannerisms such as SPIRIT, OBEDIENCE and EXCITABLE. It is vital to keep these in mind while racing.

Stewards' Inquiries & falls ➡P27

All jockeys can face Stewards' Inquiries for interfering with other horses in a race. Also, jockeys can even fall from their horses, making for even more thrilling races.

Stewards' Inquires are only possible on the NORMAL and HARD difficulty levels. Falls are only possible on HARD.

2 Jockey's Life

"Workouts" ➡ P22

You can work out your horses during the week in order to improve their form and maybe even fix some bad habits before a race.

Riding better horses with "Request" ➡ P20

Try negotiating with a trainer to ride a certain horse, allowing you to race that thoroughbred you've had your eye on for a while.

Steeplechases ➡ P29

Steeplechases are a part of the main game, as well as the Training Mode. Additionally, there are several types of jumps to test your skills.

MAIN CHARACTERS

You will meet a variety of people during your career as a jockey.

Fellow Rookies

Jack Fletcher

Flat Ability

A

Show Whip | Drive Whip | Windmill Whip | Strong Drive

A young jockey with an excellent reputation. It is said that he is the most skilled of all this year's rookies. Instead of being arrogant, he is more interested in improving as a jockey. Overall, he has a very quiet and serious personality.

Lucy Quinn

Flat Ability

B

Show Whip | Drive Whip

Johnny and Alan Quinn's younger sister. Following in the footsteps of her brothers, she decided to become a jockey herself. Thanks to her family's strong background in horseracing, she is as skilled as Jack Fletcher himself. She is always calm and collected, but occasionally she shows the fiery competitive spirit found in her brothers.

Nigel Withers

Flat Ability | Jump Ability

C | B

Show Whip | Drive Whip

People say that Nigel is not as skilled as the other rookies this year, but he has the ability to perform well in either flat or steeplechase races. A bit laid-back compared to most jockeys, he is aiming to become one of the sport's top steeplechase jockeys.

Veteran Jockeys

Alan Quinn

Flat Ability: A

Jump Ability: C

Show Whip | Drive Whip | Windmill Whip | Strong Drive

He is the second oldest of the Quinn siblings. Originally worried about living up to his brother's reputation, he made little progress as a jockey, but managed to distinguish himself once Johnny retired. Accomplished in both flat and jump racing, Alan is a fierce competitor who hates to lose. However, he does occasionally show a softer side when dealing with his sister Lucy.

Trainers

The trainers are perhaps the most important people you will meet as a jockey. They are responsible for determining which horses you will ride. There are a total of 20 trainers in the game; here are two of the more successful ones.

Piers Goldberg

He has the largest stable. Definitely the most exclusive, you'll have to work extremely hard in order to be introduced to other trainers, making it difficult to gather wins.

James Dunhill

A gifted steeplechase trainer, James Dunhill also introduces you to two other stables, leading to many requests for you to ride a variety of horses.

Other Characters

Julie Laurie

A former jockey, she enjoyed raising and working with horses so much that she retired early and is now an assistant trainer at your stable.

Johnny Quinn

Lucy and Alan Quinn's older brother. After retiring as a jockey, he became a TV personality and is well known throughout the horseracing world.

Lisa Wood

A reporter covering rookie jockeys for the newspaper, Koei Sports. Young and eager to get a good story, she will often give you useful advice.

Ellen Anderson

A former rival of Johnny Quinn, she was one of the first female jockeys. After retiring, she became a columnist and somewhat of a celebrity throughout the industry.

STARTING THE GAME

Title Menu

During the opening, pressing the START button takes you to the Title Menu.

NEW GAME

Start a new game.

LOAD GAME

Load a previously saved game. You can also load saved data from System in the Main Menu P12 or Paddock Menu. P26

* You can save up to five games from the Main Menu
* A memory card (8MB)(for PlayStation®2) with at least 541KB of free space is required in order to save.
* Insert the memory card in MEMORY CARD slot 1.

TRAINING MODE P43

Go to the Training Mode.

VERSUS MODE P43

Go to the Versus Mode.

TUTORIAL

Learn how to race and view the game screens.

OPTIONS

Adjust the settings for the game. You can also change the settings under System in the Main Menu within the game.
Vibration: Turn the vibration function on or off.
Messages: Change the message display speed.
Sound: Set the music to stereo or mono.
Race Meters: Turn the meter displays on or off.
BGM: Adjust the volume of the music.
SE: Adjust the volume of the sound effects.

REPLAY

View a replay of a race. P27 You may save up to 15 replays.

Initial Settings

Choosing New Game from the Title Menu will take you to the Initial Settings screen.

DIFFICULTY

EASY

Recommended for beginners. There are no Stewards' Inquiries or falls.
P27 You should be able to earn a few victories quite easily.

NORMAL

Normal difficulty. There will be a Stewards' Inquiry if you interfere with other horses in a race.

Load
1 K.Sibusawa Year 1 May Week 1 Main
Win 2nd Earnings 1st EASY
2 K.Sibusawa Year 1 Oct. Week 3 Race
Win 1st Earnings 1st EASY
3 NO DATA
4 NO DATA
5 E.Fukuzawa Year 1 Feb. Week 3 Main
Win 81st Earnings 85th HARD
ACCEPT
BACK
Which data will you load?

HARD

For experts only, as both Stewards' Inquiries and falls are possible. It is also more difficult to negotiate for rides, making it hard to gather wins.

NAME

You can use up to 10 characters each for both your first and last names. When you are done, select FINISH by pressing the START button and then press the ⊗ button.

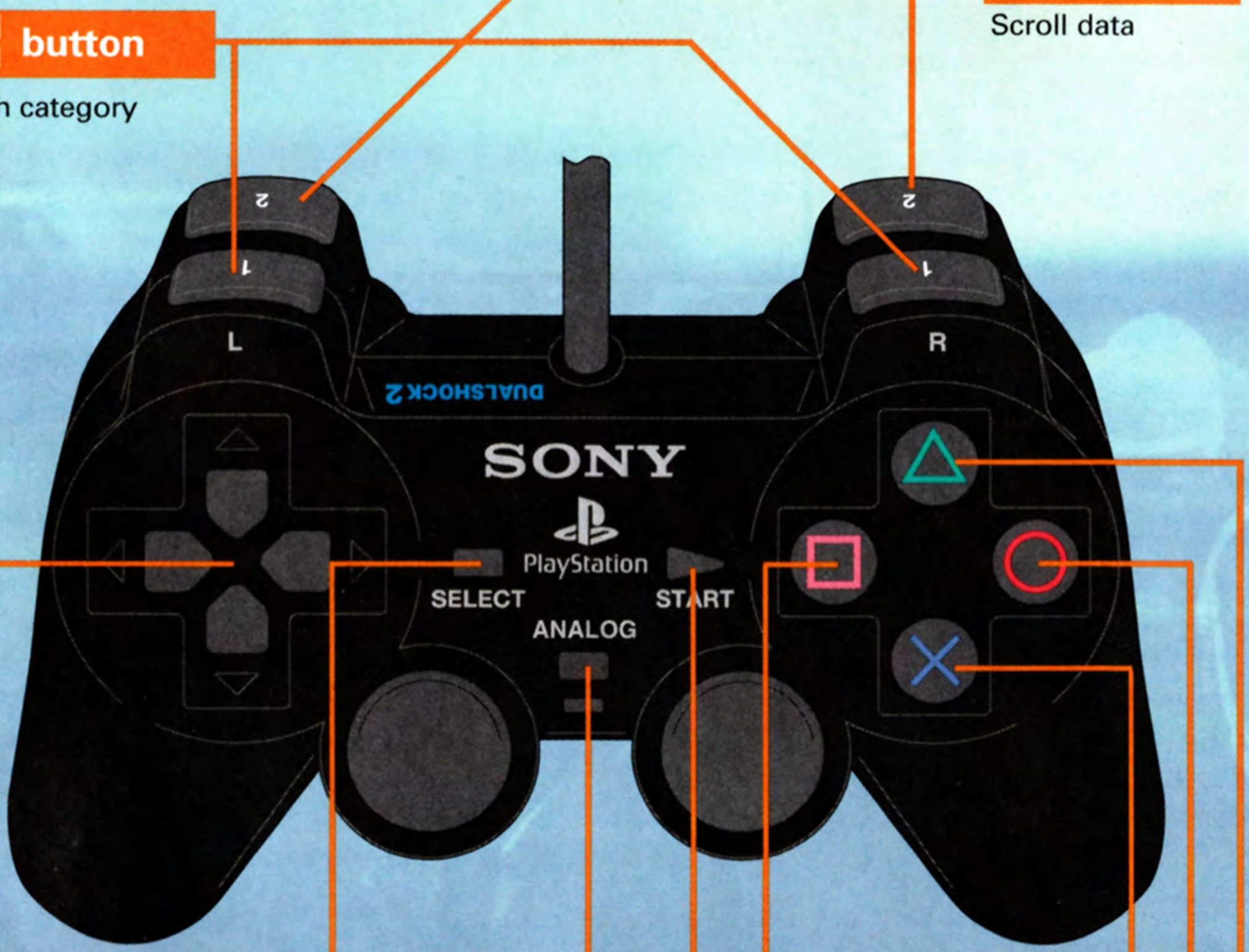
GENDER

Select the gender of your jockey. There is no difference in ability between male and female.

MAIN STABLE (TRAINER)

You can select your main stable from a total of twenty different stables, each with their own horses.

Main Menu P12 DUALSHOCK®2 analog controller



Directional buttons

Move cursor

SELECT button

Not used

START button

Help menu

ANALOG mode button

button

View horse info
View detailed horse info (Workout)

button

Confirm/Select
View detailed info

Race
Next

button

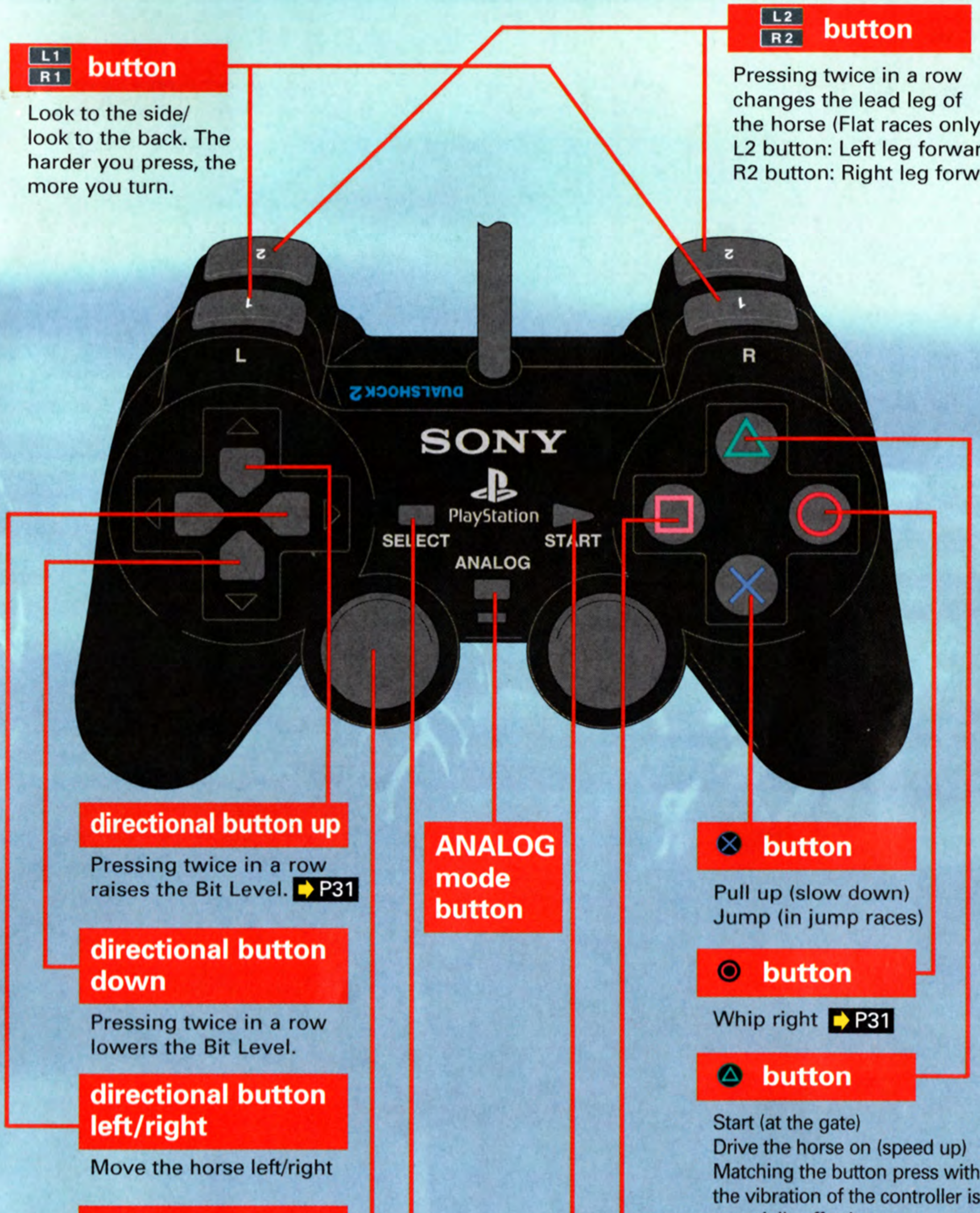
Display Sort items
View comments on horse

button

Cancel
Return to previous screen
Jump cursor to Race (Next week)

*This game automatically enters ANALOG mode at start up.

Race Screen P28 DUALSHOCK®2 analog controller



L1 / R1 button

Look to the side/ look to the back. The harder you press, the more you turn.

L2 / R2 button

Pressing twice in a row changes the lead leg of the horse (Flat races only)
L2 button: Left leg forward
R2 button: Right leg forward

directional button up

Pressing twice in a row raises the Bit Level. P31

directional button down

Pressing twice in a row lowers the Bit Level.

directional button left/right

Move the horse left/right

left ANALOG stick

Moves the horse left/right

ANALOG mode button

SELECT button

Not used

START button

Pause

✕ button

Pull up (slow down)
Jump (in jump races)

○ button

Whip right P31

△ button

Start (at the gate)
Drive the horse on (speed up)
Matching the button press with the vibration of the controller is especially effective

□ button

Whip left

The Vibration function can be turned on and off in the Options menu. P8

A JOCKEY'S LIFE

Your life as a jockey includes many activities and preparation between races.

Main Menu

You can view an explanation of each command by pressing the START button on the desired command.

Riding Points (RP)
Your current number of riding points. These are necessary for negotiating, requests, workouts and proposing races for your regular rides. Your RP increases slightly as you play the game and race. If you win races, your RP will increase quickly.

Cursor

Work out your horses for that week. P22

View horse info. P24
Propose races/change equipment for your regular rides. P21

Visit the stables. P20 You can request to ride horses from stables that you know.

View last week's results and the schedule for up to the next eight weeks. P24
View the card.

Save/Load P8
Change settings P8
Quit the game

Current date

Advance to the race. P26

Advance to the next week.

View jockey rankings and various statistics. P25

VIEWING JUMPER HORSES

Jumping Ability
The blue gauge indicates the horse's ability to jump. A high level means that the horse is a strong jumper. You can raise this ability temporarily by using the Workout function.

VIEWING DETAILED HORSE INFO

Riding Level
As you increase in level, you are able to make horses your regular rides. ➡P21

Turf Speed

Dirt Speed

Stamina display. The more a horse has, the longer the races it is capable of running.

The horse's preferred racing style (positioning). If the horse is positioned in its favored racing style, it is easier for it to gain Potential. ➡P34

The horse's ideal racing distance.

The horse's characteristics. Green ones are positive attributes and red ones are negative. ➡P18

As your Riding Level ➡P21 increases or the horse grows older, you can view more detailed information about each horse.

From Request to Race

Which horse will you ride? What will you do during the week?
The game begins before a single race even starts.

Non-race days

Determine the horse you want to ride for each race.

Negotiations

Select your race and horse and negotiate with the trainer.

RP necessary

Factors affecting RP ➡ P12
(Requested rides cost 0 RP)

Horse's ability
Relationship with the trainer

Even great horses like this won't cost RP if you are requested to ride them!

Determine your rides and races

Use RP for these events!

Your schedule's full!
Looks like trouble...

Propose a schedule change for your regular rides!

This distance is a bit tough for this horse...

Try and convince the trainer.

RP Up

Race Days

Victory → RP will increase

Increase chances of meeting other trainers.

Winning major and G1 races causes great increases in RP!

Carry over your remaining RP to the next week

Non-race Days

Use your remaining RP to:

Request

– Negotiate with a trainer to ride better horses.

RP 200

Workout P22

– Get your ride ready for the race.
– Attempt to fix your horse's bad habits.
– Improve your jockey skills.

Factors affecting RP
(Regular rides cost 0 RP)
Grade of scheduled race
Trainer's trust

RP necessary

Proposing races for your regular rides

– Change the scheduled race for one of your regular rides.

Factors affecting RP
Grade of scheduled race

Visiting the stables

– Check the horses you want to ride.

P.Goldberg
Y'see, Electric Turning is down to run at the Allowance
$50,000 this week, but the stable jockey is down for
another race, so I'm looking for a substitute.

RP necessary

Save some RP for next week!

ASKING FOR BETTER HORSES

It is said that the key to horseracing is 70% in the horse and 30% in the jockey. Riding better horses is the quickest way to victory.

NEGOTIATIONS

You will need RP P12 in order to negotiate with a trainer to ride a horse. You can only negotiate with stables that you have relations with.

Available rides

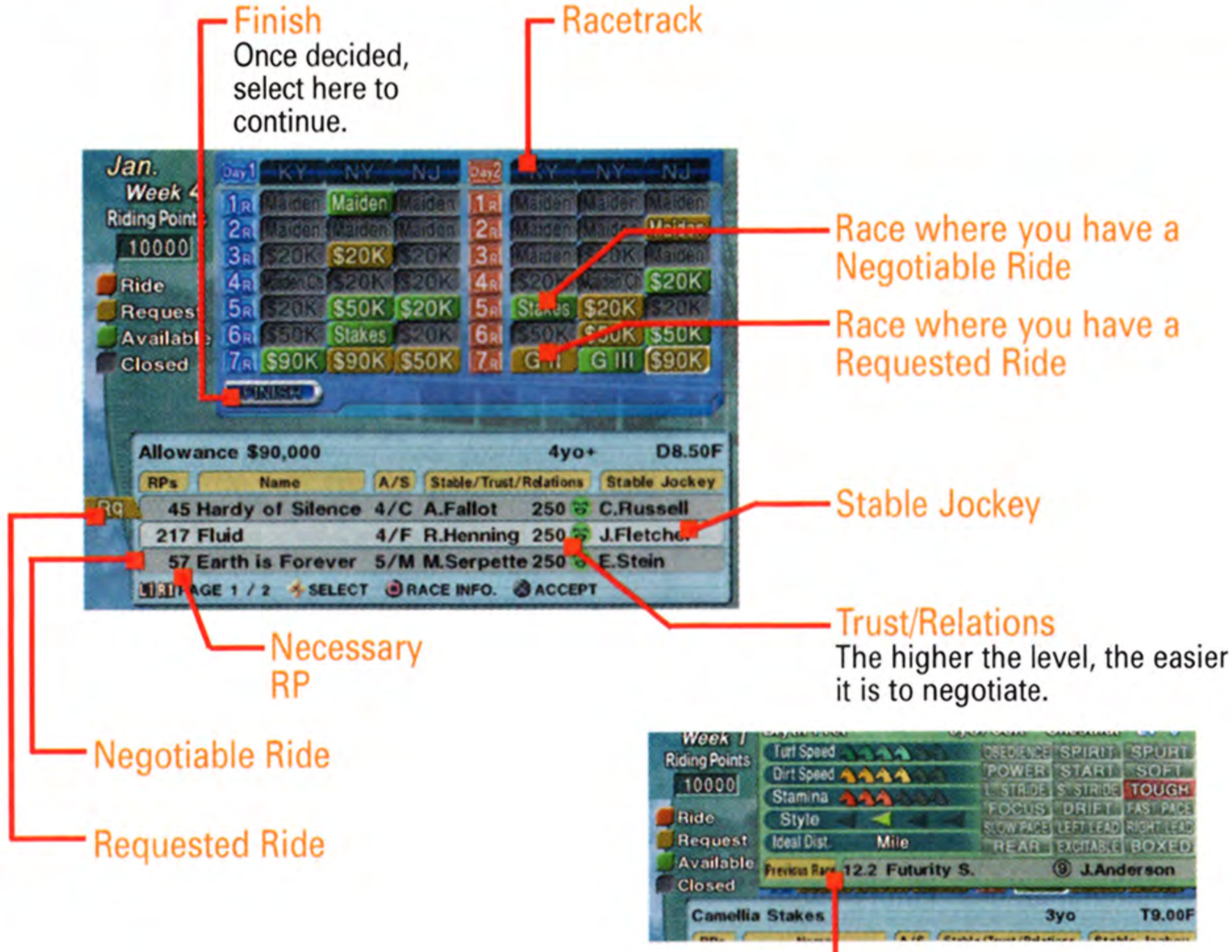
These are horses you can negotiate for. (RP required)

Requested rides

These are horses that a trainer has asked you to ride. You are guaranteed to ride the horse if you choose it. Requested Rides do not cost RP.

Necessary RP

When negotiating for a strong horse or a high-level race, you will need more RP. Conversely, if you are on friendly terms with the trainer, negotiations will cost less RP than usual.



You can compete in multiple races if they are at the same racetrack on the same day.

You can view the race details by pressing the □ button.

CHECK YOUR HORSES!

When you can't decide which horses to ride, be sure to check the following points.

Its abilities are high, but at this distance...

1. Do the horse and distance match?

Are the distance of the race and the horse's ideal distance the same? No matter how high the horse's abilities are, if the distance is too long or too short, the horse will be unable to live up to its ability and will fade out before the end of the race.

It's difficult to overcome a horse's natural tendencies...

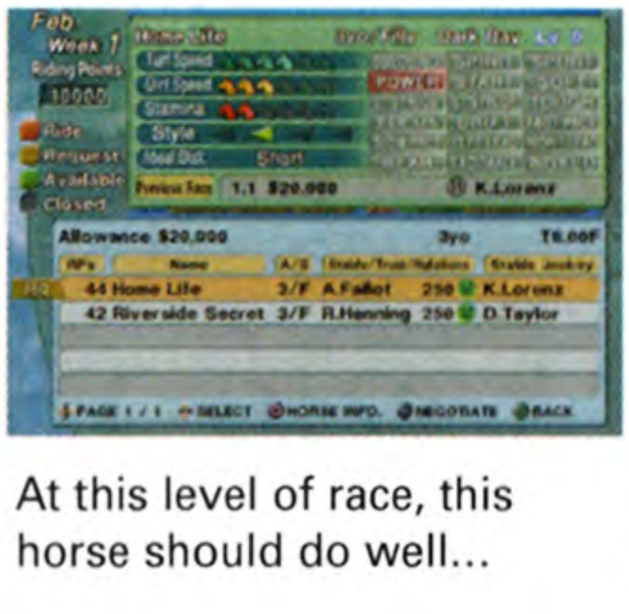
2. Does the horse's personality match its racing style? P18

Front-Runners need FOCUS • START, Drop-Out and Hold-Up horses need ACCELERATION,etc. If the racing style does not match the characteristics of the horse, it will be very difficult for that horse to win. On the other hand, SPIRIT is useful for any racing style.

Even without special characteristics, this is a good horse...

3. What are the horse's basic abilities?

Sometimes, a horse may not have any outstanding characteristics, but requires a lot of RP. This is because the horse has high basic abilities. While the individual characteristics are important, don't forget about the fundamentals, such as Speed and Stamina.



At this level of race, this horse should do well...

4. Does the horse's personality match its racing style?

Horses with high abilities cost lots of RP. However, depending on the race, you can still win with a horse that has a lower ability level, or in other words, low RP. Using your RP wisely and deciding on the best horse that will give you a shot at victory is the mark of a true jockey.

HORSE CHARACTERISTICS

The green boxes are positive traits and the red ones are negative. For more information on Speed, Stamina, Potential and Motivation, turn to P30.

OBEDIENCE	+	Easy to get along with, gains Potential easily and accelerates quickly when driven.
	−	Doesn't follow orders and doesn't gain Potential, takes time to accelerate when driven.
SPIRIT	+	Has a desire to win, and when neck and neck with other horses in the homestretch, it will speed up.
	−	Is uncomfortable when neck and neck with other horses in the homestretch and will slow down.
ACCELERATION	+	Keeps its legs at the end of a race, enabling it to accelerate past the other horses in the home straight.
	−	Its acceleration is poor. For that reason, you will need to gradually increase its Speed at the end of the race.
POWER	+	Able to run up slopes, with weights, or on poor surfaces, etc. Even on slopes or on poor surfaces, Speed doesn't fall by much.
	−	Unable to run efficiently up slopes, with weight or on poor surfaces. When going up slopes or on poor turf, Speed will drop suddenly.
START	+	Easy to get a "flying start" right out of the gate. Even if you press the △ button before the proper timing, you will still get the "flying start."
	−	Unable to get a "flying start." If you press the △ button too soon, your start will be delayed.
SOFT	+	Even if the going is soft, Speed will not decrease.
	−	If the going is soft, Speed will decrease.
L. STRIDE	+	The horse's stride is long and although it takes a while to accelerate, it manages to keep its Speed over distances. The rhythm when driving the horse is slightly slower than normal.
S. STRIDE	+	The horse's stride is short, allowing it to accelerate quickly and reach its top speed in a very short time. The rhythm when driving the horse is slightly faster than normal.
TOUGH	+	The horse's body is tough and not susceptible to injury. Even if you use the whip heavily, it is not a problem.
	−	The horse is weak and if you run a heavy schedule or use the whip too much, the horse will burn out.
FOCUS	−	If separated from the other horses by more than a length during the homestretch, it will lose focus and its Motivation will drop. It will refuse to go when you make your move and will turn its head to the side. To get back on track, whip the side where the horse's head is turned.

DRIFT LEFT	—	During the homestretch, the horse will drift to the left if its Potential runs out.
DRIFT RIGHT	—	During the homestretch, the horse will drift to the right if its Potential runs out.
FAST PACE	+	Able to run at a fast pace. Even running at a high speed does not cause Stamina to drop by much.
	—	Not able to run at a fast pace. When running at a high speed, Stamina will decrease substantially.
SLOW PACE	+	Prefers to run at a slow pace. Running at a slow pace will not decrease the horse's Motivation. Unable to run at a slow pace. When running slowly, the horse will become agitated and want to run faster.
	—	
LEFT LEAD	—	When running counterclockwise, you must switch the Lead Leg to the left (L), otherwise the horse will drift to the outside of the turn. To change the Lead Leg to the left, press the L2 button twice.
RIGHT LEAD	—	When running clockwise, you must switch the Lead Leg to the right (R), otherwise the horse will drift to the outside of the turn. To change the Lead Leg to the right, press the R2 button twice.
REAR	—	If there is a horse within 1 length behind you, the horse's Motivation will decrease. Make sure there are no horses behind you or that you are far enough ahead of them.
EXCITABLE	—	When not in the lead, and with no horse less than three lengths in front of you, the horse's Motivation increases rapidly. Pull in behind another horse, or pull out in front of the pack to correct.
BOXED	—	If you are surrounded by several horses, your horse's Motivation will drop.

COLUMN

If you miss the jump, your speed will drop.

Hints for steeplechases

Steeplechases are difficult due to the rolling courses and sharp turns. First, try and get a feel for the different courses in the Training Mode. When racing, be sure to time your jumps just right. Also, if a horse in front of you misses its jump, you will slow down as well, so be sure not to race right behind other horses. Since the races are long, the real battle is in the homestretch, so be sure to conserve your Stamina.

STABLES

Jockeys need to check the stables regularly.

You can choose Request with stables you know. Sometimes, you will also be asked to replace other jockeys in certain races.

Trust (MAX 250)	**This is the trainer's faith in your riding ability. If you have a high trust value, they will let you ride better horses.**
Relations	**Your relationship with the trainer. The better your relations, the more likely they are to make you the Stable Jockey for a horse you rode.** **Good** **Normal** **Poor**

Horses

All
Name
Age/Sex
Class
Earnings
Career
Cosmic Planet 5/H Stakes $546,000 6 / 22
Burnish Ranger 4/F Stakes $431,000 2 / 10
Scratch Thunder 5/H Stakes $379,000 5 / 16
Smile My Strike 4/C Stakes $286,000 2 / 13
Fighting Mystery 4/F Stakes $284,000 4 / 13
Kino Brown 4/F Stakes $204,000 4 / 11
Turning Johnny 3/C Stakes $53,000 2 / 3
Passing Find 4/F $90K $244,000 3 / 12
Chain Shuffle 5/H $90K $213,000 4 / 20
Normandy Cliff 4/C $90K $134,000 3 / 12
Blyth Savage 3/C $20K $53,000 1 / 3
Running Matador 3/F $20K $33,000 1 / 6
Runaway Guardian 3/C $20K $25,000 1 / 3
PAGE 1 / 2
SORT
CATEGORY
DATA 1 / 3

You can see detailed info P24 on the horses currently being kept at the stable. Horses are sorted by age, your regular rides, and if they are jumper horses. Pressing the ◎ button allows you to sort the list of horses according to various categories such as name, class, Stable Jockey and more.

Racetrack Abbreviations

On the Horses screen (and throughout the game), the names of the racetracks are often abbreviated as follows:

Kentucky	KY	New Jersey	NJ
Maryland	MD	Virginia	VA
New York	NY	Ontario	ON
California	CA	Illinois	IL
Florida	FL	Louisiana	LA

Request

Be sure to check the horse's color and characteristics!

You can ask to ride a horse that is scheduled to race from 1 week to 8 weeks in advance. (Costs 200RP) Depending on the horse, the trainer will ask you various questions. If you get them wrong, you will be unable to request that horse again until after its scheduled race.

REGULAR RIDES

Your regular rides are the horses for which you are the Stable Jockey. You will be first in line for riding them and it will not cost you RP. You can also change their equipment. In some cases, if you refuse to ride a horse, your status as Stable Jockey can be revoked.

Riding Level

Day 2 NY 2R Maiden
09:00 Cloudy Firm
Miracle Gourmand 106 K.Sibusawa
Pembroke Chad 110 C.Scott 10+
Forest Native 106 M.Edward 1½
Fiery on Shot 106 R.Curtis 2½
Major to Create 106 S.Blanc
Future Iron J.Mors
M.Harrison
YES
You rode really well today. We'd like you to become the stable jockey for Miracle Gourmand. Will you accept our offer, Kou?

Aim for maiden horses to make your regular rides...

When you win a race with a horse, your level for it increases. After a while, you can be promoted to the Stable Jockey for the horse, making it one of your regular rides. If the horse belongs to a stable which you are not friendly with, or already has a Stable Jockey, it will be difficult to make it one of your regular rides.

Changing equipment for your regular rides

In the detailed info section, P24 you can change your equipment (hood, noseband, bandages, etc.) and even its color. Changing the equipment for your horse has no effect on performance.

Proposing a race for your regular rides

You can suggest races up to eight weeks in advance.

On the detailed info screen, you can propose the next race for your regular rides. The number of RP necessary depends on the grade of the race. Use this feature when your schedule leaves you "double-booked" on a race day, or if the horse seems too weak for a particular race.

COLUMN

What if you are refused?

Don't give up! Try again!

Don't give up when your negotiations or proposed races fall through. The trainers will often give in if you continue to pressure them. However, RP will naturally be used every time you try. It is very difficult to negotiate for a horse if another jockey finished first in the horse's last race. When you see a horse you want to ride, try to reserve it with Request on the Stable screen. Regardless of the horses's level, Requests cost 200RP. If you use your RP wisely, you will be sure to come out on top of the negotiations!

What are Workouts?

Workouts are exercises given by your trainers that can help both you and the horse improve in skill. It's like fine-tuning the horse before a race. However, if the horse is not one of your regular rides, it will cost you RP. Also, you can only work out a horse once per week, so be careful.

Are there any benefits to Workouts?

Of course! If successful, Workouts can improve the horse's condition. Workouts can also help fix bad habits. But, please note that the results of a Workout are good for that week only. There are other Workouts as well, such as jumping exercises for steeplechase horses and even game control Workouts for beginners. (EASY only)

Julie Laurie's Workout Tips

Hello, I'm the Assistant Trainer, Julie Laurie. You must be our new rookie. You're still new, but could you give me a hand with the Workouts for our horses scheduled to race this week?

What is meant by Form?

When the horse's Form is good, Stamina and MAX Speed P30 go up more quickly. The horse's nature can also improve, making Form a very important thing. To improve your horse's Form, be sure to be successful in the Forms Workouts.

Great Good Normal Bad Poor

Differences in difficulty level

The higher the difficulty level, the greater the impact of whether you succeed or fail. For the easier lessons, however good the result is, the horse's Form will not improve beyond Normal. Improvements in Form are greater when you succeed in more difficult lessons. But the effect if you fail is also more severe.

If you can score an Excellent ranking, you are a true jockey!

My Workouts aren't going well...

If you ride just as your trainer asks, you should get a Normal rating. However, are you driving properly? Is your timing on raising the Bit Level okay? Jockeys need to learn which controls will have what effects on their horse.

This is a good example of driving.

Be sure not to knock over the cones.

Excellent

Good

Normal

Bad

Terrible

Learning jockey skills

When you meet certain conditions, you can learn jockey skills in exchange for RP. The list of skills you can learn is listed below. But, you can only learn them if you complete the Workouts.

Strong Drive
Necessary RP 100

Repeatedly press the △ button

You will drive harder than usual, so you can accelerate quickly. Your Stamina will decrease more rapidly in exchange though. Even if you run out of Stamina, you can keep your MAX Speed a little longer, so this technique is useful even during the homestretch.

Windmill Whip
Necessary RP 125

Repeatedly press the ○ button or the □ button

You will use the whip quite heavily, so your horse will tire easily. Compared to the regular whip technique, the effect is much greater and if you are riding neck and neck with another horse and your horse has spirit, it will give that extra push.

Show Whip
Necessary RP 160

After pressing the ○ button or □ button, quickly press the ✕ button

Allows you to increase Motivation slightly without losing Stamina. Be sure to press the ✕ button before you make contact with the whip! If you use it once, you can continue to use it by pressing the ○ button.

Drive Whip
Necessary RP 200

After pressing the △ button, quickly press the ○ or □ button

Since you are whipping while driving the horse on, the effect is a bit weak compared to the regular whip, but in exchange, it allows you to maintain Motivation while you drive.

INFORMATION

You can view a variety of information from the Main Menu.

HORSES

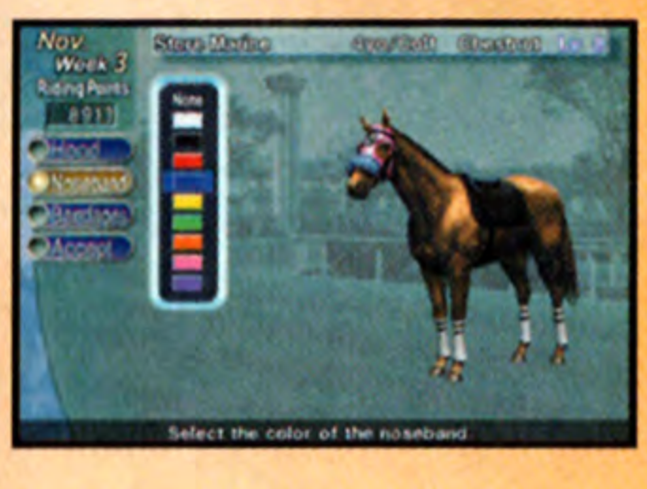
Name
Age/Sex
Class
Earnings
Career
Gondor Driver 5/G Stakes $375,000 6 / 27
Far From Easy 4/C Stakes $504,000 6 / 16
Fuzzy Minister 2/F Stakes $177,000 2 / 3
Happy Classical 3/C Stakes $148,000 4 / 9
Killer's Form 3/C $90K $173,000 3 / 9
Lady Gauntlet 4/F $50K $190,000 3 / 22
Last Call 4/C Stakes Ch $181,000 4 / 10
Midnight Star 3/C $90K $155,000 3 / 11
National Normandy 4/F Stakes $512,000 6 / 17
Reserve Asteroid 5/H Stakes Ch $189,000 4 / 15
Sentimental Free 4/G Stakes $389,000 6 / 16
Store Marine 4/C $50K $85,000 3 / 22
Super Mission 5/H Stakes $473,000 6 / 22
PAGE 1 / 3
SORT
CATEGORY
DATA 1 / 3

View the horse's information. Move the cursor over the horse you want to view and press the ⊗ button.

L1/R1 button	Switch the info tabs at the top of the screen
L2/R2 button	Switch the contents being displayed
Directional buttons-left/right	Switch the page being displayed

DETAILED HORSE INFO

You can view a horse's Speed, Stamina, racing style, characteristics and wins here. If the horse is one of your regular rides, you can also change their equipment or propose their next race. As your Riding Level increases and the horse gets older, you can see even more detailed information. P13



Changing equipment

You can change the hood, noseband and bandages for your regular rides. Changing the equipment has no effect on the horse's overall performance. Once you decide on the equipment, you can also change its color.

SCHEDULE

Personal

View any requested rides you have for the next 8 weeks, and the results from last week's rides.

Card

View the races scheduled for each racetrack.

INFO

Ranking

View the current ranking for all of the jockeys in the game.

Top Horses

View the horses that won awards at the End of Year Awards ceremony.

Season (Chase)
Career (Chase)
Starts 177(13) 177(13)
1st 156(12) 156(12)
2nd 2(0) 2(0)
3rd 5(1) 5(1)
Out 14(0) 14(0)
Earnings $10,407,000 $10,407,000
Wins per Style 79 57 20
BACK CATEGORY

Top Jockeys

View the jockeys that won awards at the End of Year Awards ceremony.

Career

This allows you to check your statistics, such as number of starts, 1st/2nd/3rd place finishes, winning percentage, wins by racing style, etc. for your career.

G1 Wins

View the list of G1 races in the game, what year you first won each race, and the total wins you have for that race.

Hall of Fame

View the horses among your regular rides that have been inducted into the Hall of Fame after retirement.

COLUMN

Try to meet as many new trainers as you can!

How do I meet new trainers?

The more trainers you know, the more often you get requests to ride. When you make your debut, you are introduced to a number of different trainers, but that will never be enough for you to become Top Jockey. There's one simple way to increase the number of trainers you know; pile up the wins to show off your ability as a jockey. First, try and aim for your first victory. Then, try and get 30 wins, so you're eligible to win the Winningest Rookie award and compete in G1 races.

AT THE RACES

If you select RACE from the Main Menu, you will be taken to the races for that day.

PADDOCK

You can view the status of the horse before the race. Using the directional button- left/right, you can also view the other horses scheduled to compete in that race.

!

View an event.
*Only displayed when there are events to be viewed.

Race

Go to the race.

Current skills you know (display with the □ button).

Gold Lunar 114 W.Collins
Holy Your Reverse 114 G.Russell
Sky Yard 114 R.Curtis
Imperial Riding 110 J.Foster
Lucky Enjoy 110 Y.Perec
Force to Safety 110 S.Howard
Concert Leviathan 114 K.Sibusawa
Great Drive 114 P.King
Zoo for Noble 114 C.Gibson
Savage Movie 110 I.Murphy
Scarlet Falcon 114 C.Chalwin
Nail Happiness 114 H.Griffith
Raid Brook 114 J.Benson
Tribal of Hotfoot 110 J.Kelly
Anvil Stork 110 S.Douglass
Thief in the Atlas 114 S.Frost
Sea Sea 114 S.Jones
Flawless Buggy 110 T.Boynes

Field

You can view the race card. Align the cursor over the horse you wish to see and press the ⊗ button. You can view that horse in the paddock.

Check the horses likely to be your rivals.

Day 1 NY 7R Tempest Sprint S. GIII
D7.00 Snow Heavy
C.Pinendel
Hmm... Heavy going... Monanthous is one of the more powerful horses, so it won't be a problem. Good news for us.

Be sure to check the track conditions as well.

Comments

The trainer will give you comments on the horse you will ride.

System

Allows you to Save, Load, set the Options ➡P8 or Quit the game.

COLUMN

No. Name Weight Style Jockey Favorite
Typhoon Swiss 110 S.Clement
Bridal Affirmed 110 A.Rossi
Colonel Coronet 110 C.Gibson
Sapphire Drive 110 N.Thompson
Affordant 110 A.Quinn
Dangerous Troy 110 A.Sombart
Disco My Anthem 110 C.Chalwin
Grass on Dominion 110 K.Lorenz
Banks Bill 110 E.Stein
Court a Duty 110 T.Boynes
Dan Makes a Mess 110 M.Edward
Thief Your Trouble 110 V.Camus
Affirmed Lunar 110 K.Sibusawa
Veldt Husband 110 P.Stewart
Burnish Ranger 110 B.Maxwell
Cold Shutter 110 S.Howard
Purple Figure 110 D.Taylor
Musical Sky 110 P.Reid

When there are this many Front-Runners...

Read how the race unfolds!

From the race card, be sure to check how many Front-Runners are competing. If there are many of them, the fight for the front of the pack will be intense and you will need to run at a fairly high pace in order to win. On the other hand, if there are no Front-Runners, you'll want to run at a slower pace. Even if there are no Front-Runners, you can also work your way to the front for a win.

STEWARDS' INQUIRIES (NORMAL/HARD)

If there is an inquiry during the race, STEWARDS' INQ will appear over the horse committing the offense. Following the race, the stewards will look into the infraction and can either force the offending horse down in placing and/or suspend them. There are no inquires on the EASY difficulty level.

FALLS (HARD)

Falls can occur when a horse runs into another horse in front of it or if they miss a jump during a jump race. Depending on the fall, the jockey can be injured and forced to miss up to several weeks of action.

AFTER THE RACE

Day 2 NY 7f Admiral Mile S. Gl
T8:00 Cloudy Firm
1 Fal Royal 114 K.Gibusawa 1:22.3
2 War Cheat 114 C.Chalwin 1:34.2 8
3 Perfect Stint 110 G.Vallin 1:34.4 1
4 Affordant 108 E.Stein 1:34.9 2½
5 Tribal of Hotfoot 108 J.Kelly 1:35.3 2
6 Blonde Dance 108 C.Russell 1:35.6 1¼
7 Force to Safety 109 S.Howard 1:35.7 ½
8 England's Relaid 110 M.Hill 1:35.7 ½
9 Slick 114 M.Edward 1:36.0 1¼

!

View the event scene.
*Only displayed when there are events to be viewed.

Next Race/Next week

Advance to the next race or week.

Results

The results are displayed at the end of each race.

Replay

You can view a replay of the race. To end a replay, press the START button and select Quit.

□ button	Change the camera angle.
Directional button up/down	Switch horses by position in race.
Directional button left/right	Switch horses by horse number.

Save Replay

Lets you save the replay of the current race. You can view your saved replays by going to REPLAY P8 in the TITLE MENU.

*98KB of free space is required on your memory card in order to save a replay.

HOW TO WIN A RACE

This section explains the finer points of racing. There is also an explanation in the tutorial.

The Race Screen

Speed
Your current Speed. Speed increases when driving the horse on or raising the Bit Level. Pulling up or lowering the Bit Level lowers your Speed. When your horse raises or lowers its Speed by itself, the Speed meter adjusts accordingly.

Stamina
Your horse's remaining Stamina. The faster your Speed, the faster Stamina decreases.

Motivation
Your horse's Motivation. When it reads GO!, your horse will be running at its MAX Speed and Stamina will drop quickly.

BAD → GO!

None	→ Normal →	Excellent	Motivation
Drops quickly	→ Steady ←	Drops quickly	Stamina
Won't gather	→ Gathers ←	Won't gather	Potential

Radar
Shows when your horse is under some sort of influence.

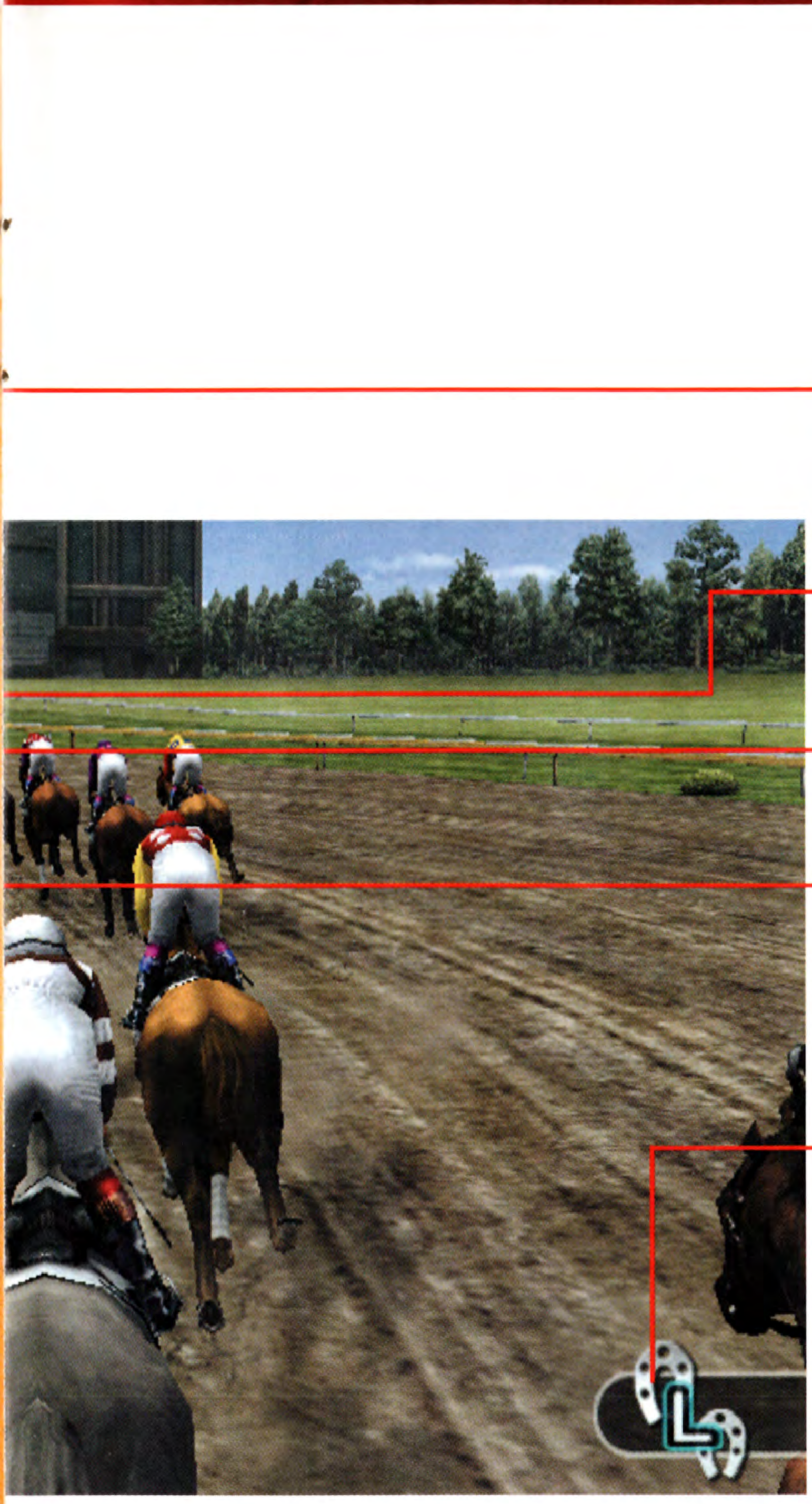
BOXED
Horses who have BOXED will be bothered when they are surrounded by a group of horses.

REAR
Horses who have REAR will be bothered when other horses come up from behind them.

Neck and neck with other horses (Only when GO! is displayed)
Horses that have SPIRIT will speed up when running alongside other horses. Horses that have SPIRIT will slow down when running alongside other horses.

Bit Level
The higher the Bit Level, the faster the Speed. Raising the bit to the highest level will change the status to GO!

Potential
The more you have, the longer you are able to keep your MAX Speed even after your Stamina runs out. Running in your horse's favored racing style and keeping your horse's Motivation at ● help increase your Potential.



Current place/
Number of horses
in the race

Current time

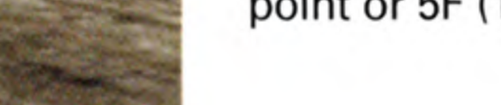
Distance remaining

Lap time
Time at the midway point or 5F (1,000m).

Current Lead Leg
(Flat races only)
L: Left Lead Leg
(Press the L2 button twice)
R: Right Lead Leg
(Press the R2 button twice)
If you change the Lead Leg just as your Potential runs out during the homestretch, you will gain a little more Potential.

Steeplechase Races

Jump Gauge



BEST!

When the cursor is aligned with the bright green portion of the line, press the jump button and you will manage to minimize the Speed you lose when taking the jump.

Things a Jockey Should Know

This section explains the things essential to racing such as Speed, Stamina, Motivation, etc.

SPEED

When you want to increase your Speed, drive, and when you want to decrease your Speed, pull back. When you want to adjust your Speed, use the bit. The amount of time it takes for the Speed to be affected once the bit has been adjusted varies depending on the horse.

MAX SPEED

When a horse is running at its top speed, Stamina and Potential will decrease rapidly. You can only achieve the horse's top speed when its Motivation is at GO! The more Potential your horse has, the longer it is able to run at its top speed.

STAMINA & POTENTIAL

The faster the horse runs, the more quickly it runs out of Stamina. Once Stamina is depleted, the Potential begins to decrease, and once the Potential is gone, the horse will gradually lose Speed. Therefore it is best to gather as much Potential as possible before the horse's Stamina is gone.

Start-final turn		Homestretch
Race on Stamina		**Race on Potential**
Keep Motivation at ● and gather Potential	Stamina decreases	Accelerate at GO!, using up Potential

MOTIVATION

Displays the horse's Motivation. When at ●, the horse runs happily, at ● the horse is excited, and ● is when the horse has lost its Motivation. When at anything other than ●, it is difficult to gather Potential.

COLUMN

Ideal Speed

Each horse has its own Ideal Speed that it likes to race at. Ignoring this Ideal Speed and running faster will cause the horse to lose Stamina quickly. Running slower than the Ideal Speed will cause the horse to become agitated. An exception is a horse who has H Pace or S Pace. If you run slightly faster (or slower), the horse will still be okay. A H Pace horse will be able to run at the pace of a shorter race than its ideal distance, while an S Pace horse will be able to run at the pace of a longer race than its ideal distance.

BIT LEVEL

Race at a speed that fits the horse's preferred Bit Level.

The position of the bit in the horse's mouth. The more the horse is eager to run, the more the Bit Level will rise. By raising and lowering the Bit Level, you can adjust the horse's Speed while keeping the Motivation level at ●. When at the top level, Motivation will turn to GO!

LEAD LEG

Lead Leg refers to the leg that the horse leads with when running. When turning corners, if the Lead Leg is not the same as the direction of the turn, it will make the turn more difficult. For horses that have trouble adjusting their Lead Leg on their own, be sure to do it for them.

MAKING YOUR MOVE

After making your move, get Motivation to ●.

When your horse's Motivation reaches GO! and you are running at top speed, it is known as "making your move." You can use techniques such as Strong Drive or the whip techniques (other than Show Whip). Also be sure to adjust the Bit Level to its maximum. After making your move, the closer the Motivation is to ●, the faster you are able to run. The amount of time it takes to reach ● depends on how you make your move.

CONTROLS

	Controls	Speed	Stamina	Motivation	Bit Level	Potential	Move
Raise bit level	directional button - up	↗			↑		★
Lower bit level	directional button - down	↘			↓		–
Drive	△ button	↑	↓	↗	↑	↘	–
Pull	⊗ button	↓		↓	↓		–
Strong Drive	△ button repeatedly	↑	↓	↑	↑	↓	★★
Whip	○ button or □ button		↓	↑	↑		★★
Show Whip	○ button, ⊗ button			↗			–
Drive Whip	△ button, ○ button	↗	↘	↗	↑	↘	★
Windmill Whip	○ button repeatedly		↓	↑	↑		★★

- Use the ○ button to whip on the right (horse runs to the left) and the □ button to whip on the left (horse runs to the right).
- You can also use the □ button instead of the ○ button for Show Whip, Drive Whip and Windmill Whip.

The Flow of the Race

1st CORNER

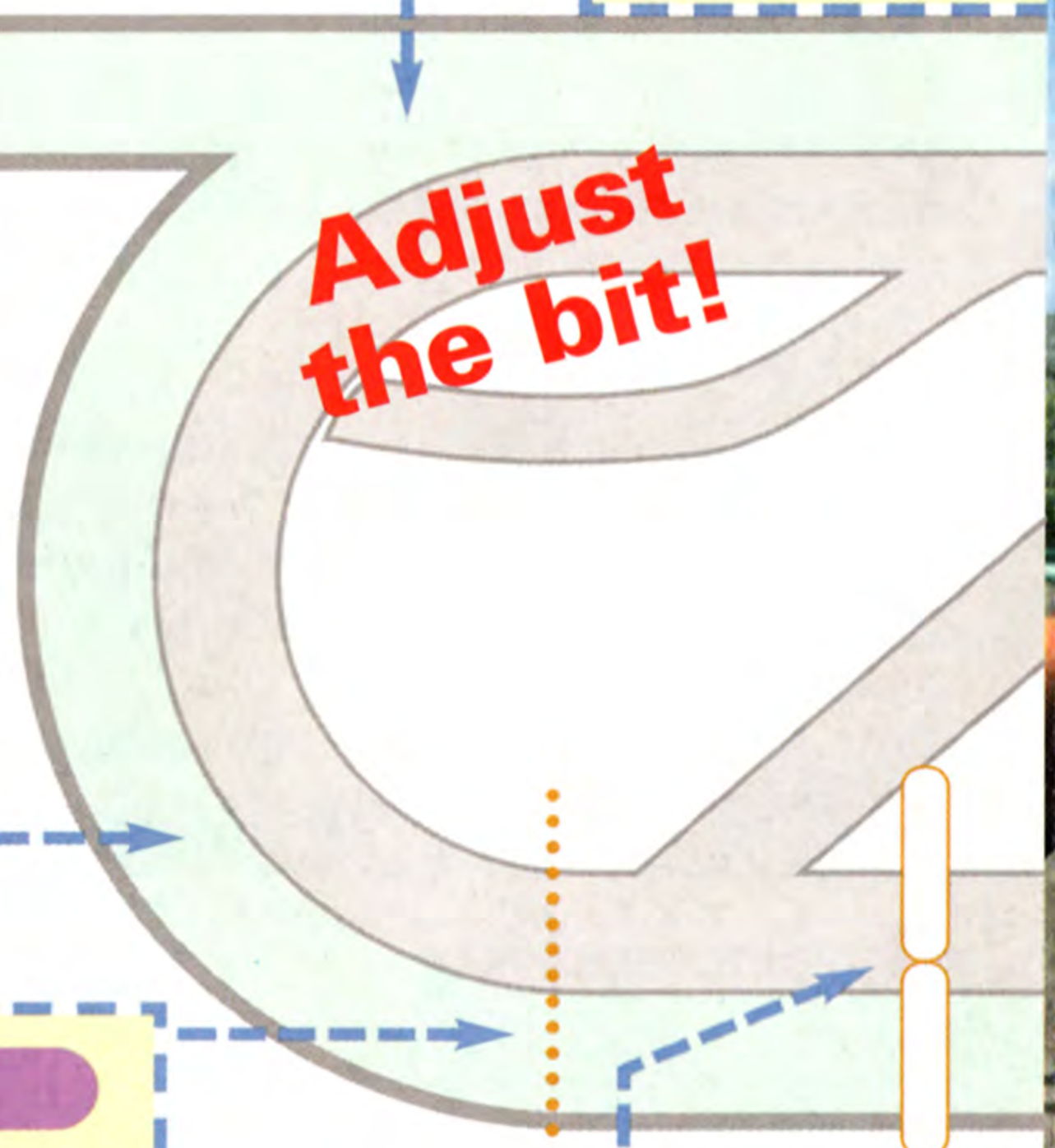
Be sure to position your horse according to its favored racing style.

Can racing styles change?
They can sometimes change depending on your horse's condition and your opponents.

Drive and go for the goal!

DURING THE RACE

Run in your horse's favored racing style and gather Potential.



START

Try pressing the △ button as soon as the gate opens for a good start.

Watch after the start.
Determine where the Bit Level needs to be placed after checking your horse's racing style and the track distance. Front-Runners, Drop-In horses and sprinters will need their Bit Level raised to 5 immediately after the start.

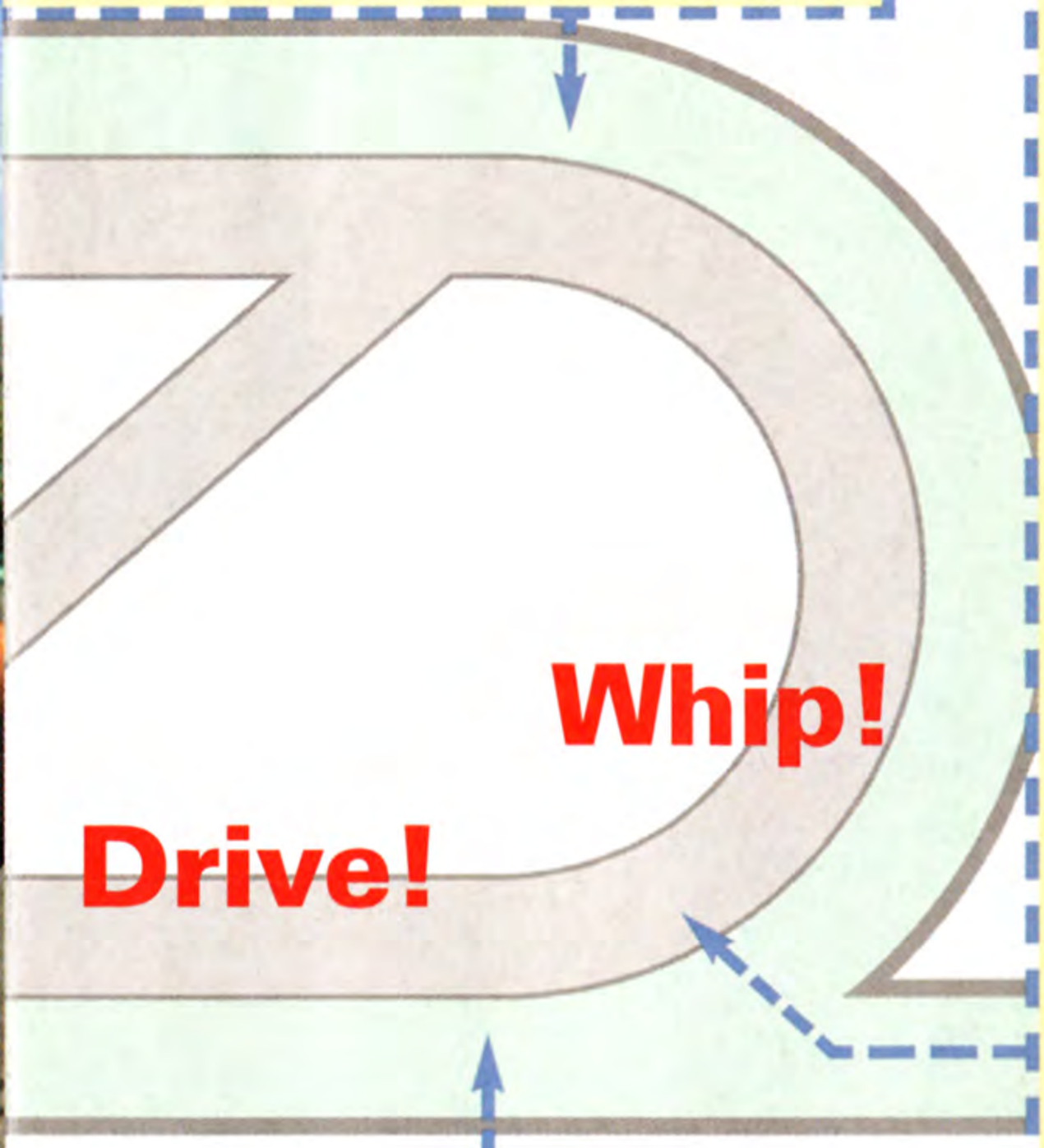
GOAL

If you manage to win, show off with a victory pose! There are a variety of different poses, so be sure to try them all.

With a win in a G1 race you can even enjoy a victory lap!

Race according to the horse.
When you are unable to get the horse's Motivation to ●, it is a sure sign that the horse is agitated. Be sure to race according to how the horse likes to run.

If you miss your chance, it may be difficult to recover.



HOMESTRETCH

Once your Stamina is exhausted, it is down to your Potential to get you through the race. Push past that final furlong!

If you have plenty of Potential, your horse will explode through to the finish line.

FINAL CORNER

Check your remaining Potential and Stamina as well as the position of your opponents and the distance remaining and then make your move.

Make your move once your Stamina is gone.
If you wait until all your Stamina is gone and Potential starts decreasing to make your move, it will waste valuable Potential. Try to make your move in the moment that your Stamina reaches zero.

Drive and go for the goal!

Inside or out?
Running the inside track can help save on distance, but can be crowded and often the going is pretty poor.

Work your way through the competition from the inside...

On the outside of the track, the distance you race will increase slightly, but it is less crowded and the going is usually pretty good.

...or work your way around the outside.

RACING STYLE STRATEGIES

Front-Runner

Ideal distance to make your move
1.25F-1.50F before the finish line

Points

1

It all depends on the start!
For Front-Runners, everything depends on getting a good start out of the gate (flying start). Immediately after the start, raise the Bit Level to 5 and work your way to the front of the pack. If you started towards the outside, try and work your way in for a more economical route.

Once the gate opens, press the △ button. You can also use the music as a guide for when to go.

2

Don't get too far out in front!
It's hard for Front-Runners to gain Potential. It will be difficult to finish the race if you can't get your Stamina to last until about the 1.50F mark. Try to stay within one length of the pack at all times and use the bit to adjust your Speed as necessary.

Check your distance from the pack with the L1/R1 buttons.

3

Delay your final move!
When you're down to 5.00F remaining, gradually raise your Bit Level one at a time every 0.50 furlongs until you reach level five. If the horses behind you start catching up, lightly drive to increase your Speed and then make your move once your Stamina is gone. Then drive little by little and try to keep your Potential up through the finish line.

You want about this much Potential at the 1.50F mark.

TELL ME ABOUT FRONT-RUNNERS!

Front-Runners can be kind of scary since they can lose the entire race at the starting gate. But, isn't it nice to run at the front of the pack from start to finish? It sure feels great when the rest of the field isn't even close to catching you as you stroll across the line...

Q Even though I had a good start, I'm not at the front of the pack!

Even if you end up back here, keep trying!

A It can be difficult to take the lead when there are many Front-Runners competing. But if you get a flying start and can secure 2nd or 3rd place, don't worry. If you gradually work on improving your position and make your move at the right time, you still have a chance to win!

Conclusion: You can sometimes still be okay in 2nd or 3rd place.

Q I can't keep up my Stamina!

A If you're unable to take the lead, driving and using the whip to try and work your way to the front will just cause the horse to lose Motivation and drop you out of contention altogether. Be careful of this and your Stamina will hold up just fine.

Conclusion: Check Points 1 and 2 on the previous page.

Q I can't gather Potential!

If you time it carefully, you're sure to win. Be careful not to use the whip excessively.

A It's difficult for Front-Runners to gather Potential. Driving causes the horse to lose Potential, so if you can, try to use it only during the homestretch and adjust your Speed using the bit during the race. Also, are you using your Potential with the right timing? If you just try to power through, you'll only end up losing valuable Potential.

Conclusion: Use Potential wisely!

RACING STYLE STRATEGIES

Drop-In

Ideal distance to make your move
About 1.75F before the finish line

Even if a Drop-In horse isn't as strong as another, it still has a chance at winning if you time your move correctly. A very flexible racing style.

Points

1

Try to get a good start!
You don't need to be at the front, but if you are too far back, it will be difficult to catch up. Try to work your way towards the front half of the pack following the start.

You should try to be in the front half of the pack.

2

Position yourself in 2nd or 3rd!
Use the bit to fine tune your Speed and gather Potential. The best position to be is 1 or 2 places behind the leader. If you are right behind the leader, it will be easy to pass them in the homestretch. If your Speed falls off in the final turn, drive to bring it back up and stay with the leader.

Try to keep this position during the race.

3

Overtake the leader in the home stretch!
If you've managed to keep with the leader through the homestretch, make your move with about 1.75F left to go. If you maintain a good tempo, you'll be sure to pass the leader. However, if you run out of Potential, you'll get overtaken. Be sure to keep an eye on the horses behind you.

If course conditions are good, it'll be easy to take the lead.

TELL ME ABOUT DROP-IN HORSES!

Depending on the jockey's strategy, Drop-In horses have a chance at winning even if they're not the best horse out there. It doesn't take a strong horse to play the role of dark horse and overtake the favored Front-Runner!

Q There aren't any Front-Runners in the race...

If the horse is capable or is feeling good, you shouldn't have any problems.

A Ha ha ha. It's hard when there aren't any horses to run behind. I usually tend to take the lead and try and put some distance on the other horses. Aim for the front of the pack from the starting gate, and don't worry if you end up in 2nd or 3rd. Riding at the front of the pack can be okay too!

Conclusion: Why not try being a Front-Runner yourself?

Q I can't catch up with the leader!

You should be able to catch the leader here...

A What position are you coming out of the final turn? If you're not in the top 3 places, it will be tough to win the race. If you fell behind during the race, drive to try and catch up at the final turn. Try to stay as close as possible to the front, especially during sprints.

Conclusion: When coming out of the corner, try to be in 2nd or 3rd place.

Q I'm getting passed from behind...

This is ideal...

A Hmm... I think you might be making your move a little early. Try to time your move just as you run out of Stamina. If you still have Stamina left, try quickening your pace and putting some distance between those behind you. You can't depend on your final spurt to carry you to victory, so try and get some distance between you and the pack.

Conclusion: Use your Stamina before making your move.

RACING STYLE STRATEGIES

Drop-Out

Ideal distance to make your move
About 2.00F before the finish line

Points

1

Aim for the middle of the pack.
The start really doesn't matter with Drop-Out horses. Following the start, try to position yourself just behind the middle of the pack and use the bit to fine-tune your Speed. Gradually work your way up.

Not too far front, not too far back.

2

Inside or out? A moment of tension.
When you approach the final turn, work your way up. Ideally, you'd make your move on the inside, but it is often crowded and becomes a wall between you and the finish line. Depending on the pack, it is sometimes better to take the less crowded outside route.

If you slowly work your way forward, an opening is sure to appear...

3

Timing is the key
Try to make your move with about 2.00F remaining. To get the most out of your Potential, make sure to use up your Stamina and make a push forward before making your move. If you're too far forward, slow down, and if you're too far back, speed up. Just keep a steady rhythm to your drive and you'll be fine.

Will you make it or not... Put your faith in your horse and ride!

TELL ME ABOUT DROP-OUT HORSES!

When to position yourself and when to make your move. These two things can decide the whole outcome of the race in an instant. That's why winning with Drop-Out horses feels so great. Don't you think so too?

Q I can't work my way up!

Gather plenty of Potential.

A Please don't tell me you're running out of Potential! If you're too far back, it doesn't matter how good your ride is, you're not going to make it. By the final turn, you should be just within reach of the middle of the pack. Quicken your pace and you'll be right there during the homestretch.

Conclusion: Keep up with the pack going into the final turn.

Q I can't catch up in sprint races!

Depending on the horse's condition, you might be able to change its racing style.

A It's tough to run sprints with Drop-Out horses. Don't worry about trying to gather Potential and just try to get off to a good start and work your way to the front. When you get to a reasonable distance to use your stored Potential, make your move.

Conclusion: In sprints, work your way to the front immediately after starting.

Q I'm getting passed up during the homestretch...

When running on turf, choose the part of the course in the best shape. You'll notice the difference.

A You're either making your move too soon, or not gathering enough Potential. You know that you lose Potential whenever you drive, right? Don't drive just because you're on a straight. Time your drives properly and don't waste valuable Potential.

Conclusion: Pay particular attention to Point 3 for Drop-Out horses.

RACING STYLE STRATEGIES

Hold-Up

Ideal distance to make your move
About 2.25F before the finish line

Use the Potential you gather and work your way up on the straights. This racing style requires that you time your drives properly.

Points

1

Get a late start

You want to be sure you get a slow start with Hold-Up horses. If you get a good start, don't worry; the other horses should pass you up soon. If your start is really bad, slowly try and work your way up and gradually cut down the distance between you and the pack.

It doesn't really matter how well you start.

2

Stay patient during the race

The key to Hold-Up horses is how much Potential they can gather. Be patient during the race and make your move at the end. However, if you're too far back, you'll never catch up in time. Try not to be any more than two lengths behind the pack at any time.

If you're right here, you'll still be able to catch them in the end.

3

Drive hard during the straights

With about 5.00 furlongs left, gradually work your way up towards the front. After making your move, be sure to drive hard. Hold-Up horses are excellent at gathering Potential. Use techniques like Strong Drive to keep up your Potential as you make your move.

If you have lots of Potential, you'll explode on the homestretch.

TELL ME ABOUT HOLD-UP HORSES!

This type of racing style depends entirely on the straights! Drive hard and make your horse accelerate. When you're at the point where you say, "Can I still make it?" make your move and work your way to the front of the pack. There's nothing like winning with a Hold-Up horse!

Q I can't catch up. Help!

On short straights, try to keep about this distance from the leader.

A Up until the final corner, have you closed the gap between you and the pack as much as possible? If you wait until the homestretch to make your move, it will already be too late. Start working your way to the front a bit earlier and make your move right when you come out of the final turn.

Conclusion: On shorter straights, make your move from the corner.

Q I'm always coming up a hair short!

When running with other horses, Windmill Whip is particularly effective.

A Hmm, you clearly don't have enough Potential! The more you have, the longer you can run, so save as much as possible. Also, be sure to check your horse's spirit. If your horse has it, it will try harder when running neck and neck with other horses. Using a technique like Windmill Whip here will lead to certain victory! If your horse doesn't have strong spirit, be sure to stay away from other horses in the homestretch.

Conclusion: Check your Potential and the horse's spirit!

Q What should I do in sprint races?

Racing style? Forget about it! Work your way to the front!

A It's really hard to run races around 6.00 furlongs with a Hold-Up horse. If you ride towards the back of the group to gain Potential, you won't be able to catch up during the homestretch. In this case, forget about your racing style! Pretend you're a Front-Runner and aim for the front of the pack! As long as the race is less than 7.00 furlongs, you should be okay!

Conclusion: Forget trying to Hold-Up and break out front!

BECOMING TOP JOCKEY

Try to win the Winningest Rookie award, Top Jockey, once you get used to the controls. There are plenty of goals for you to set on your way to the top.

END OF YEAR AWARD CEREMONY

E.Anderson
This year's races are all over. We would like to thank everybody in the racing world for their hard work and for giving us an inspirational year of competition.

The host for the awards ceremony is Ellen Anderson.

At the end of every year is an awards ceremony to celebrate the outstanding jockeys and horses for that particular year. You can be honored if you are the most successful jockey or if one of your stable horses managed to have an excellent year. First, try and win the Winningest Rookie award given to the rookie who finishes their first year with the most victories (min. of 30).

GLOSSARY

Every jockey should know the terms and abbreviations used in G1 JOCKEY 3 if they truly wish to become Top Jockey. The following terms and definitions are used throughout the game and should be learned to keep that competitive advantage.

Definitions

Colt . . . . . A male horse that is 4 years old or younger.
Filly . . . . . A female horse that is 4 years old or younger.
Furlong . . . . . A unit of distance used in horse racing equal to 220 yards.
Gelding . . . . . A horse that has been castrated.
Horse . . . . . A male horse that is 5 years or older.
Going . . . . . The ground condition. Depending on the weather, the going can range from heavy to firm.
Graded Race . . . . . The highest level of races. Graded Races are divided into Grade 1 (G1), Grade 2 (G2) and Grade 3 (G3), with Grade 1 being reserved for the most important races.
Mare . . . . . A female horse that is 5 years or older.
Regular Ride . . . . . A horse that you are the Stable Jockey for.
Stable Jockey . . . . The jockey who is the primary rider of a horse.
Weight-for-age . . . A non-handicap race where horses wear weights based upon their age to help even the field.

Abbreviations

A/S . . . . . Age/Sex
C . . . . . Colt
H . . . . . Horse
F . . . . . Filly
T/D/J . . . . . Turf/Dirt/Jump (Given before a race distance, states whether the race is a Turf Flat, Dirt Flat or Jump race.)
G . . . . . Gelding
M . . . . . Mare

OTHER MODES

These modes, Training and Versus, allow you to freely select the horses and conditions for a single race. You can play one player (Training) or two (Versus). Also, you can use skills from the main game as well. (Normal & Hard only)

TRAINING MODE

Choose your favorite track to race on.

You can choose the options for your race such as the horse you ride, racetrack, distance, the number of horses in the race, conditions, the going, weather and difficulty level. Rival horses are chosen automatically based upon the level of the horse you selected. If you wish to change the rival horses, align the cursor with the horse you wish to change and press the ⊗ button.

VERSUS MODE

You can also play a 2 player game via split-screen. After choosing your horses and the race conditions, you are able to select between a horizontal split-screen or a vertical one.

Horizontal split-screen　　Vertical split-screen

COLUMN

Hints for the Training Mode

If you're having trouble winning races or reading a particular track's layout, try practicing in the Training Mode. You can choose the racetrack and distance of the race. You can also restart a race by pressing the START button.

NOTES

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